

ANNOTATION EXPECTATIONS

Figurative Language/Rhetorical Devices and their purpose in the text:

- Imagery – descriptive language that appeals to the five senses (sight, sound, smell, taste, touch)
- Repetition – repeating of a word or phrase to create emphasis
- Allusion – reference to pop culture, mythology, bible, historical
- Irony – when we expect something, but it's actually the unexpected
 - Verbal: sarcasm
 - Dramatic: when the audience knows something the character doesn't
 - Situational: irony involving a situation in which actions have an effect that is opposite from what was intended, so that the outcome is contrary to what was expected
- Foreshadowing – warning or indication of a future event
- The Appeals: ETHOS, PATHOS, LOGOS
 - Ethos – morals
 - Pathos – emotions
 - Logos – facts/data
- Symbolism – something that represents a greater idea
- Metaphor – comparison two different ideas
- Flashback – thinking back
- Conflict – character struggle
 - External: struggle with the outside world
 - Internal: struggle with self
- Cause and effect – the how and the why
- Parallel narrative – two stories running at the same time
- Characterization – describing characters
 - Indirect – shown what the character is like through their actions
 - Direct – author describes the character)
- Character types
 - Protagonist- good guy
 - Antagonist – bad guy
 - Foil – characters who contrast
- Theme – a main idea or an underlying meaning of a literary work that may be stated directly or indirectly.
- Diction – style of writing determined by the choice of words of a writer.
- Narrative – a report of related events presented to the reader much like a story
- Understatement – a figure of speech used by writers to intentionally make a situation seem less important than it really is
- Anecdote – a short and interesting story often proposed to support or demonstrate some point
- Mood – a literary element that prompt certain feelings in readers through words and descriptions
- Extended Metaphor – a comparison between two unlike things that continues throughout a series of sentences in a paragraph
- Hyperbole – exaggeration
- Simile – comparison of two different ideas using like or as

- Personification – a figure of speech in which a thing, an idea or an animal is given human qualities
- Setting – time and place in a narrative
- Comparison – to compare or contrast people places, things, or ideas
- Paradox – a statement or proposition that, despite sound (or apparently sound) reasoning from acceptable premises, leads to a conclusion that seems senseless, logically unacceptable, or self-contradictory
- Analogy – a comparison between two things, typically on the basis of their structure and for the purpose of explanation or clarification
- Colloquialisms- Informal or familiar language, such as contractions and slang ("Y'all come back now, hear?")
- Euphemism - A metaphor whose literal meaning is dropped; often used as curse word substitutions, acronyms, or to 'soften' a literal meaning (i.e., IRA, dang, "passed on" instead of "died")
- Idiom - A phrase whose meaning cannot be inferred by literal definition, and can only be known through common use ("that's the way the cookie crumbles," "wrong side of the tracks," etc.)

Rhetorical Précis Elements

- Claim: for each section
- Evidence: to support your claim
- Tone
- Author's purpose
- Audience
- Call to action